

'KINGDOM of HAMIL' comes with on-line help which you get into by typing HELP (RETURN). The program will halt and wait for you to type in a number so that it knows which 'hint' you want. You therefore need to know which numbers refer to which hints. Pages 2-3 of this Hint Sheet contain a series of questions that players typically ask, like 'How do I catch the Jackdaw?' Various 'key words' have been deleted from these questions - making it harder to accidentally see the solutions to other questions - and are reproduced below. The numbers along ide the words refer to the questions. The number that follow ach question is the number to key for that particular hint. Good luck!

BOOJUM	4	GROVE	14	PTERODACTYLS	26
BOOMERANG	5	HEXAPOD	15	PLAIN	2,27
CAVE	6	HOBGOBLIN	16,37	ROCK	2,27
CHAPEL	7	INFORMATION	36	ROOM 3.9	,13,35
CORNFIELD	20	JACKDAW	17	SLAB	2.6
CREATURE	24	LABYRINTH	18	BUNGER	
DEPARTURE	19	LOUNGE	19	PTATUS	23
DOOR	30	MAIZE	20	9 T107Z	300
DRAGON	8	MAZE	21,35	TAPESTEE	31
DUST	9	MONEY	35	TRYADVEE	82
ENCHANTRESS	10	MONSTERS	18	TYTANGSAURUS	3.2
FARE	11	MURALS	27	VAMPIUM	1,34
FIRE	12	OBJECT	23	WALL	12
FISH	3,13,36	PIT	2		
FOREST	6	PORTCULLIS	25		

1	How do I kill the	21
2	How do I get back through the ****y *****?	23
3	How can I avoid the ****	28
4	**** collapsing on me? How do I avoid the	17
5	*******? How do I avoid being	18
6	killed by the ********? How do I get into the	1/4
7	**** in the ******? How do I get out of the	1
8	*******? How do I drive away	34
9	the ******; What is the **** ***	22
10	for? How do 1 avoid being	31
11	killed by the ***********************************	?
12	%i*x? Now do I get past the	29
13	What can I do in the	13
14	What do I do in the	10
15	soporific *****? How do I stop the	15
16	***** from mobbling?	15
17	ki led by the *******? Tow to I catch the	11
18	**************************************	12
	axarasa in the sautast	7
19	What do I do in the	3.5
20	How do I survive in the ********?	15
21	How do L get through the	4
22	**** or Hamil? What is the significance of the ******?	9
23	What is a given *****?	36
24	How do I avoid being killed by the ******* in the ***?	33

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25	How do I get part the ********	30
26	How do I avoid being killed by the ***********	8
27	How ic I navigate the ****y *****?	19
28	How do I get under the ****?	2
29	How do I move the	32
30	How do I get past the	3
31	How do 1 move the	2 4
3.7		37
33	How do I escape from the *********	7
34	How do I avoid being killed by the ******?	20
35	How do I collect all the	6
36	of Hamil? What use is the ********* J find in th	27 .e
37	*** *** *** ? How do I ill the ********	25

Still stuck? Send full details to:



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